



UNDYING DYNASTIES

Yo - 1 255 POINTS



0 pts (0.00 %) **Characters** (40 Max)
 1255 pts (28.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 305 pts (7.00 %) **Ancient Ordnance** (35 Max)
 0 pts (0.00 %) **Entombed** (30 Max)
 0 pts (0.00 %) **Mason's Menagerie** (35 Max)

Core



SKELETONS #1

Skeletons **x60** - Standard - Infantry - 20x20mm

475 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	7	Fearless, Scoring, Undead, Dust to Dust
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Skeleton	1	2	3	0	2

Options

Spear • Champion • Musician • Standard Bearer



SKELETON ARCHERS #1

Skeleton Archers **x30** - Standard - Infantry - 20x20mm

305 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	6	Fearless, Scoring, Undead, Dust to Dust
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Skeleton Archer	1	2	3	0	2 Aspen Bow

Options

Musician

Magics

Racial Trait Spell

Undying Dynasties do not have a regular Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). At step 1 of each Casting Attempt of a non-Attribute non-Bound Spell of type Augment with a Death Cult Hierarchy, the owner may declare that the Wizard will cast an amplified version of the spell:

- If the spell targets one or more units containing any models with Ensouled Statue, the Casting Value of the amplified version is increased by 2.
- If the amplified version is successfully cast, Death is Only the Beginning is automatically cast (as an Attribute Spell).

Casting	Range	Type	Duration
A Death is Only the Beginning			
Mf	-	See below*	Augment Instant
<i>When resolving the spell, choose one of the following effects:</i>			
<ul style="list-style-type: none"> • The R&F part of the target Raises a number of Health Points equal to its Resurrected value. • Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value. 			
<i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i>			
<i>*The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.</i>			

Model Rules

Aspen Bow: Shooting Weapon

Range 24", Shots 1, Str 3, AP 0, Volley Fire.
This weapon always hits on a roll equal to or greater than its Aim.

Dust to Dust: At the end of any phase in which the Hierophant was removed as a casualty, every unit in the army with Dust to Dust **must** pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag. At the end of the Player Turn in which the Hierophant was removed as a casualty, a new Hierophant may be selected. In order to do so, nominate a friendly Wizard Character. This Character becomes the new Hierophant. At the start of each friendly Player Turn after the army's Hierophant has been removed as a casualty and no new Hierophant has been selected, every unit with Dust to Dust **must** once again pass a Discipline Test or lose Health Points as described above.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Light Armour: Armor +1

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Undead: The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterwards.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Skeletons #1



Skeleton Archers #1

